TECMO®

NES-3B-USA ★

BAD NEWS BASEBALL™

INSTRUCTIONS

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo ENTERTAINMENT SYSTEM®.

This game is licensed by Nintendo® for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

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Thank you for choosing the fun-filled "BAD NEWS BASEBALL" game pak by TECMO, INC.

SAFETY PRECAUTIONS

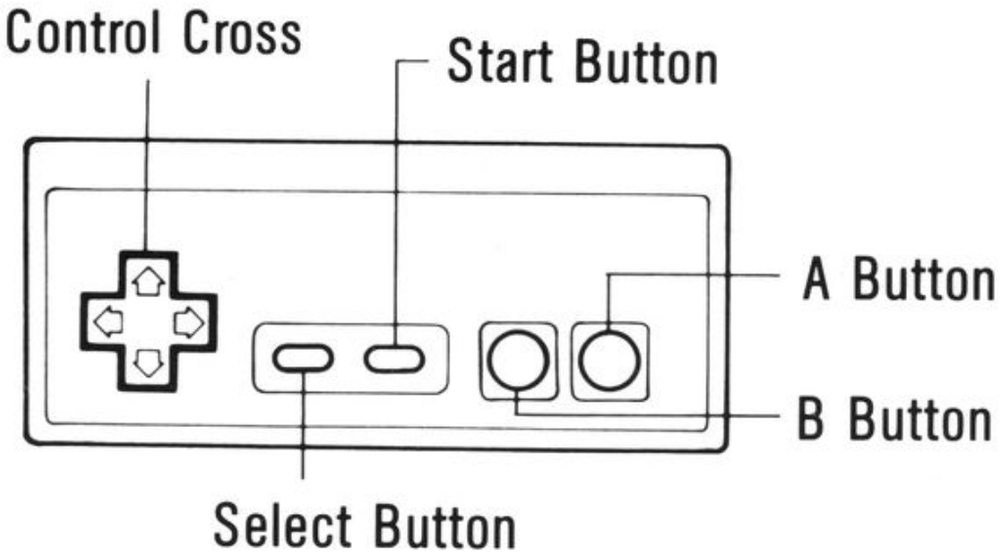
Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

START

● Name of controller parts

★ This game can be played by one or two players.



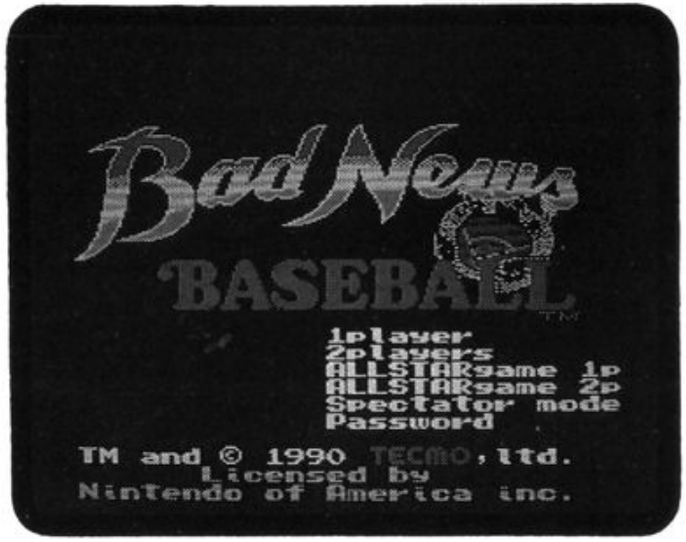
● Pause

To pause press the START Button. Can only be used while a match is in play.

BEGINNING THE GAME

Selecting the play mode.

Choose the mode for your game with the select button, and then press the start button.

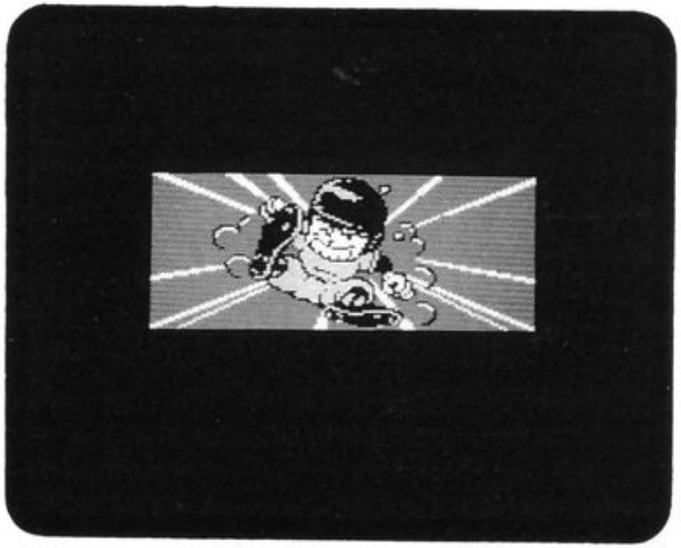


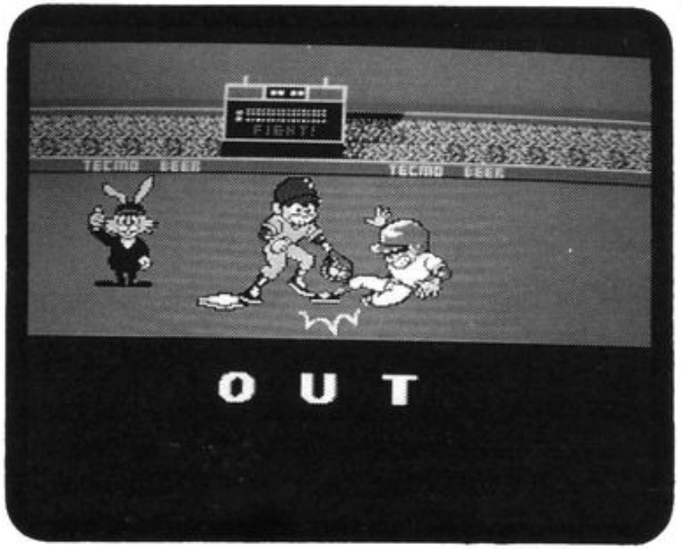
One Player Game: Play a tournament against the computer.
Two Player Game: Play a three game series against another player.
One Player All-Star Game: Choose either the ultra or the super league, pick twenty all-star players for your team, and then play a three game series against the computer.
Two Player All-Star Game: Both players can choose their own all-star teams, and then play a three game series.
Spectator mode: You can also watch a game played between two computer controlled teams.
Password: With this password you can stop after you have completed one game and then pick up the series where you left off the last time.

★ You cannot change players when you are in the "Spectator mode".

ZOOM-UP DISPLAY

This zoom-up screen enlarges your view of critical close plays and home run swings. Enlarging the action on the screen makes this game even more exciting to play.





★ You can skip the zoom-up screen by pressing the start button of Controller I (Controller II can not be used for this function).

SELECTING YOUR TEAM

Move the Control Cross up and down to select your team. In the "One Player Game" you can choose the computer's team, too. By moving the Control Cross to the right and left, you can look at the data for the pitchers and fielders alternately. It's a good idea to do this to find out as much as you can about the players before choosing your team. When you have finished with your selections press the start button.

★ In the "Two Player Game" the second player can select his team by using Controller Ⅱ.

Fielder's Data

Select a Team
S.F.
I PLAYER
SF
Fielder AV HR B (a123SO A R
DOUG .296 18 R -----A 7 6
ANDIE .263 5 R ---BBAB 5 5
PHIL .310 6 L ---A-A- 3 3
MIKE .289 38 R ---CB-B 5 4
STIVE .400 16 L -B---B 2 4
EDDIE .276 16 L -BCCB- 3 4
VIC .286 17 L -B---B 4 4
RON .260 9 R A-----A 7 5
JAMES .287 14 R -A-A-- 4 5
KATO .268 3 R ---BBA- 5 5
TOD .272 6 R ---CCCC 5 6
GEORGE .268 3 L ---BBBB 5 7
RICK .274 9 R B----- 4 3
ANNIE .300 22 L -B---B 3 4

Pitcher's Data

Move the Control Cross sideways to go back and forth.

A LOOK AT THE PITCHER'S DATA

Pitcher: The pitchers names.

ERA: Earned run average. Pitchers with a lower earned run average will give up fewer hits than those with a higher ERA.

T (throw): The player's pitching form.
(R = right, L = left, O = overhand pitch, S = side arm pitch)

ST (stamina): On the left side is the current value, and on the right side is the maximum value. As this value goes down, this player's pitches begin to get slower and his breaking balls don't curve like they used to. When the game is all over he recovers some of his stamina.

RLF (break right, break left, forkball): The sharpness of a pitcher's breaking balls is ranked from 1 – 8. The larger the number is, the more the ball curves.
The sharpness of a pitcher's forkball is ranked from A – C. Pitchers with a bar mark across from their name can't throw forkballs.

LOOKING AT THE FIELDER'S DATA

Fielder: The fielder's name.

AV (batting average): The higher this number is the greater is the chance that he will get a hit.

HR (home runs): The player's number of home runs. The more home runs a player has the greater is his long – ball hitting power.

B (batting): This shows whether he is a right- or left-handed batter.

Ca: The catcher's fielding ability.

1: The first baseman's fielding ability.

2: The second baseman's fielding ability.

3: The third baseman's fielding ability.

S: The shortstop's fielding ability.

O: The outfielders' fielding ability.

★ Fielding ability is ranked from A – C.

★ The pitcher's fielding ability is always B.

A (arm strength): The strength of the fielder's throwing arm is ranked from 1 – 8. Players with a larger number can throw the ball faster than those with a lower number.

R (running strength): The speed of each fielder is ranked from 1 – 8. Fielders with a larger number are faster on the base paths than those with a lower number. They will also be faster going after balls in the field.

★ Players who have a bar mark displayed under their fielding strength are able to play in the field, but they are not good at defense and so you should avoid using them in the field as much as possible.

SELECTING YOUR STARTING LINE-UP

You can choose your starting line-up as you please in this game. When you're picking your line-up be sure to keep in mind the opposing team's roster. For instance, if you're going to be playing against a team that has a lot of fast base runners, you'll probably want to use a catcher and outfielders with strong throwing arms. Or, if you're playing a team with a good pitching staff, then you might want to put all of your best hitters in the starting line-up. By the way, fast base runners are also quick when it comes to chasing down balls in the field, so they are very easy to operate. Putting your fastest players in the outfield will make your fielding better.

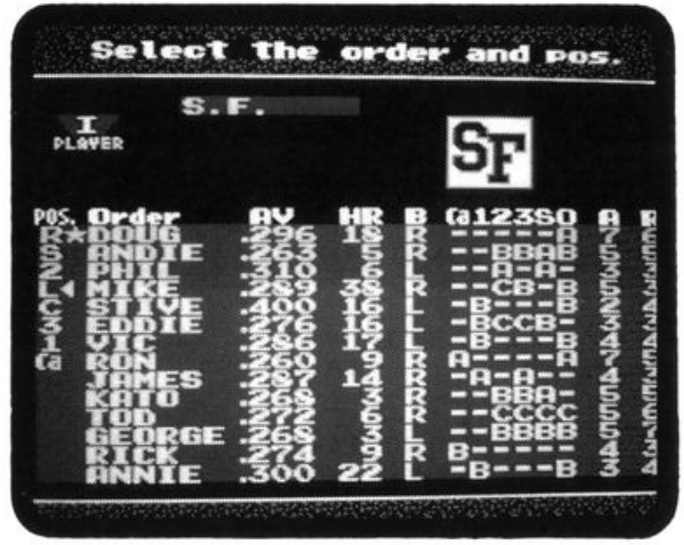
★ If you are not going to make any changes to the batting order or fielding positions, press the start button and go on to the next screen.

Changing your batting order.

Select the order and pos.
S.F.
I
PLAYER
SF
POS. Order AV HR B @123SO A R
R★DOUG .296 18 R ------A 7 6
S ANDIE .263 5 R --BBAB 5 5
2 PHIL .310 6 L --A-A- 5 5
L MIKE .289 38 R --CB-B 5 4
C STIVE .400 16 L -B---B 2 4
3 EDDIE .276 16 L -BCCB- 3 4
1 VIC .296 17 L -B---B 4 4
@ RON .260 9 R A----A 7 6
JAMES .287 14 R -A-A-- 4 5
KATO .268 3 R --BBA- 5 5
TOD .272 6 R --CCCC 5 6
▸GEORGE .268 3 L --BBBB 5 5
RICK .274 9 R B----- 4 4
ANNIE .300 22 L -B---B 3 4

First, choose the player you want to replace by pushing the Control Cross up or down. Then, press the A button, and a star mark will appear next to the players name. Choose the player whom you want to put in the game to replace the player with the star mark, and press the A button to change the line-up. You can get rid of the star mark by pressing the B button.

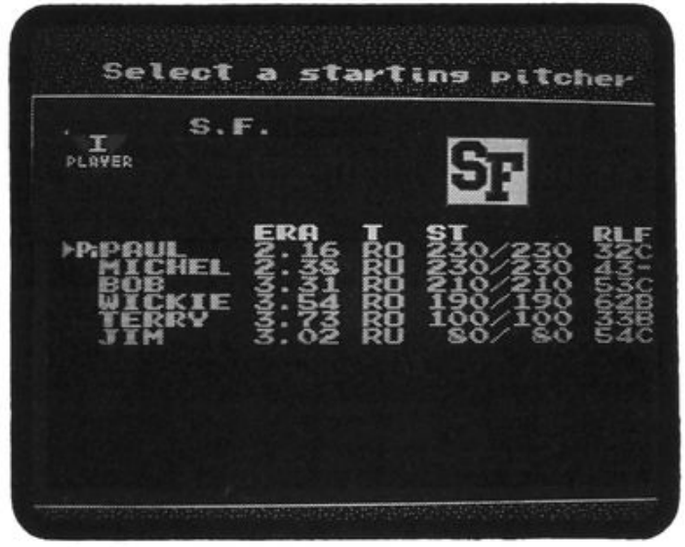
Changing fielding positions.


Select the order and pos.
S.F.
I
PLAYER
SF
POS. Order AV HR B (a)123SO A R
R★DOUG .296 18 R ------A 7
S ANDIE .263 5 R --BBAB 5
2 PHIL .310 6 L --A-A- 3
L◀ MIKE .289 38 R --CB-B 5
C STIVE .400 16 L -B---B 2
3 EDDIE .276 18 L -BCCB- 3
1 VIC .286 17 L -B---B 4
Ca RON .260 9 R A-----A 7
JAMES .287 14 R -A-A-- 4
KATO .268 3 R --BBA- 5
TOD .272 6 R --CCCC 5
GEORGE .268 3 L --BBBB 5
RICK .274 9 R B------ 4
ANNIE .300 22 L -B---B 3

When you want to change the players' fielding positions, start by pushing the Control Cross to the left to change the cursor's direction. You can then go ahead and change your line-up of fielders the same way as you did your batting order. You can change your batting order when the cursor is pointed to the right, and your fielding positions when the cursor is pointed to the left.

★ When you have changed your batting order the new player's name and data will replace the old player's, but the fielding positions will remain the same. So, when you have made changes to the batting order don't forget to change the players' positions in the field, too. When you are through making changes press the start button.

Deciding on your starting pitcher.



Push the Control Cross to move the cursor to the name of the player whom you want to make the starting pitcher, and press the A button. The pitcher whom you have presently chosen will have a "pitcher mark" (Pi) next to his name. When you are finished with the selection of your starting pitcher press the start button.

THE ULTIMATE ALL-STAR MODE

Selecting your league.

Use the Control Cross to select your league, and then press the start button.

Show team members
ULTRA
1 PLAYER
Fielder AV HR B C a 1 2 3 S O A R
▶DICK .330 4 L - - - A B B - 5 6
ALEX .306 6 L - - - - - - A 3 6
PAT .315 30 R - B - C - - - 2 2
MIKE .289 38 R - - C B - B 5 4
DARRIL .275 32 R - - C C A - 6 4
VINCE .300 28 R - - B B - B 3 5
JOHN .291 26 R - C - - - B 2 2
ROCK .253 8 R A - - - - - 6 2
BAN .308 36 R - B - C - - - 2 4
RON .260 9 R A - - - - - A 7 5
PHIL .310 6 L - - A - A - 3 3
GARY .277 31 R - - C C C - 4 4
MARK .289 10 L - - A B B B 4 7
KENNY .305 32 R - B - - - B 2 1

Select fielders
ULTRA
1 PLAYER
SF LA A C NY StL
AV HR B C a 1 2 3 S O A R
▶DOUG .296 18 R - - - - - - A 7 6
ANDIE .263 5 R - - B B A B 5 6
★PHIL .310 6 L - - - A - A - 3 3
★MIKE .289 38 R - - C B - B 5 4
STIVE .400 16 L - B - - - B 3 4
EDDIE .276 16 L - B C C B - 5 4
VIC .286 17 L - B - - - B 4 5
★RON .260 9 R A - - - - - A 7 5
JAMES .287 14 R - A - A - - 4 5
KATO .268 3 R - - B B A - 5 5
TOD .272 6 R - - C C C C 5 6
GEORGE .268 3 L - - B B B B 5 7
RICK .274 9 R B - - - - - 4 3
ANNIE .300 22 L - B - - - B 3 4

Changing your players.

You can replace the players who are presently shown on the screen by the following method.

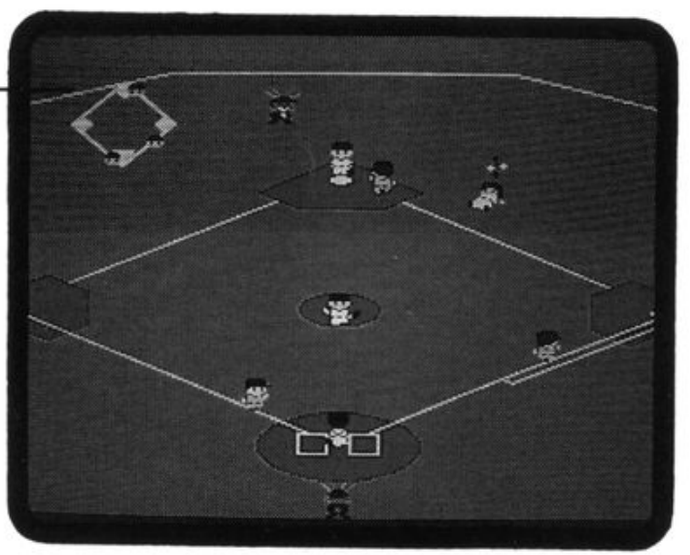
First, use the Control Cross to select the player whom you want to replace. Press the A button and the player selection screen will come on. Here you can choose the players that you want to put in the game. Push the Control Cross sideways to change teams, and up and down to choose your players. A star mark will appear next to the names of the players who have been chosen. After you have chosen a player press the A button to put him in your line-up. Press the B button to return to the screen showing your present team line-up. When you are playing the two player game, the second player uses controller II to choose his team. When you are finished making changes to your line-up press the start button.

LOOKING AT THE MESSAGES ON THE SCREEN

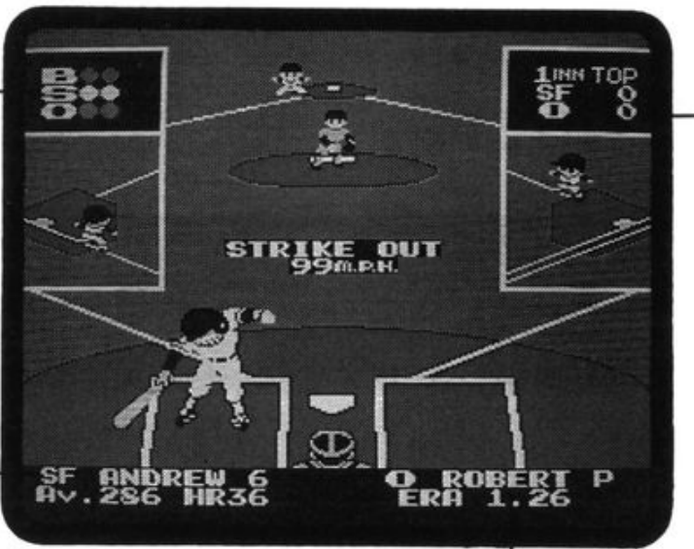
Ball and strike count

Batter's name, position in the batting order, batting average, and home run record

Runners' position



Fielding screen



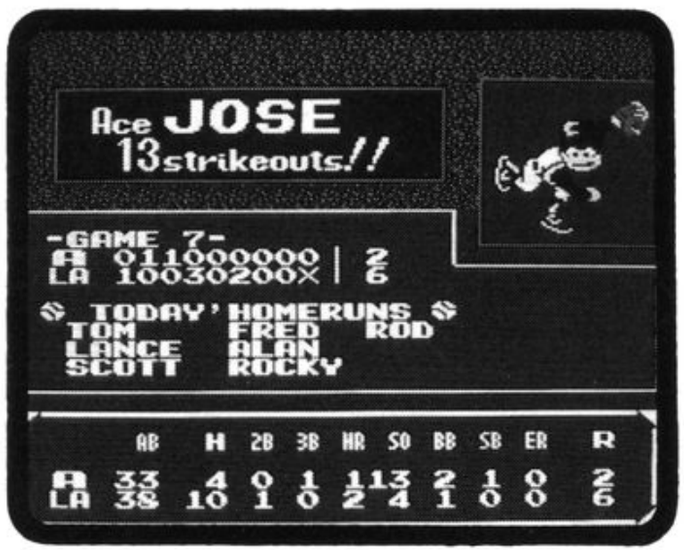
Play screen

Score

Pitcher's name and ERA (earned run average)

Chart of the games' results.

When a game ends, a chart with the results of the game will appear on the screen. It's a good idea to record your score after each game.


Ace JOSE
13strikeouts!!
-GAME 7-
A 011000000 | 2
LA 10030200× | 6
TODAY' HOMERUNS
TOM FRED ROD
LANCE ALAN
SCOTT ROCKY
AB H 2B 3B HR SO BB SB ER R
A 33 4 0 1 1 3 2 1 0 2
LA 38 10 1 0 2 4 1 0 0 6

★ The names of players who have hit inside the park home runs will not be displayed. Also, if there are more than ten home runs hit in one game, all the home runs after the tenth will just be displayed as "etc".

Press the start button to go to the password display screen.

BATTING

Batting with the Control Cross and the A button.

Use the Control cross to line up the batter's position and then press the A button to swing. You can bunt by releasing the A button in the middle of your swing. Change your batting strategy according to the conditions of the game. On each team, by the way, there is one "hero" who is especially good at taking advantage of good opportunities. The fans roar when this guy steps into the batter's box. He's a good bet to hit a long one, maybe out of the park.

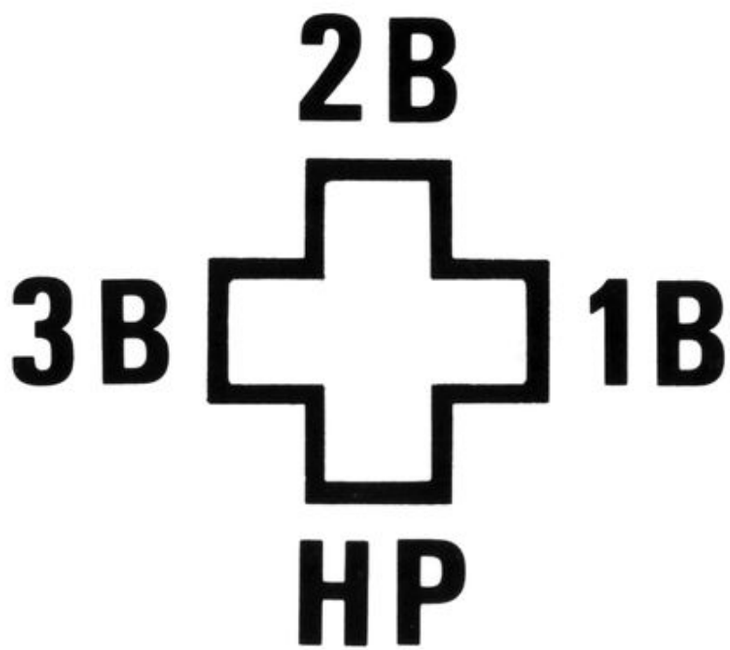
RUNNING THE BASES

Running with the Control Cross and the B button.

When you want a runner who is on base to advance to the next base, use the Control Cross to select the next base and press the B button. By pushing the Control Cross downward and pressing the A button you can make a runner stop between bases for as long as you hold the button down. You can't, however, stop a runner when he is stealing a base.

Returning to a base with the Control Cross and the A button.

When you want a runner to return to the last base, use the Control Cross to select the base and press the A button. He can't return, though, once he has stepped on the next base.



PITCHING

You have control of the pitching throughout the three steps of the pitch.

STEP 1 Choose placement of the pitcher.

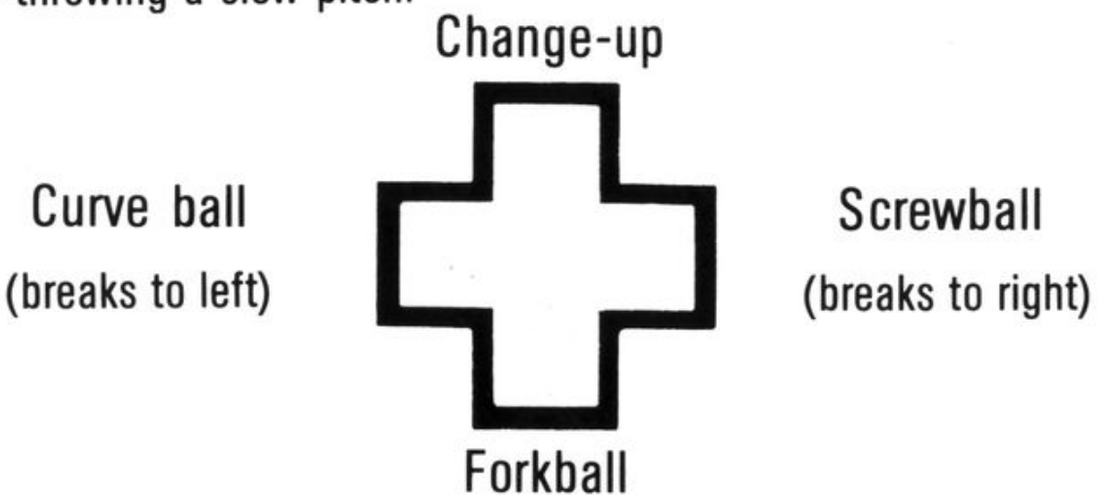
Push the Control Cross sideways to choose the spot from which you will pitch the ball.

STEP 2 Choose speed of the pitch, and start the pitch.

Slow Pitch: Hold the Control Cross upward and press the A button. Normal : Press the A button only. Fast Pitch : Hold the Control Cross downward and press the A button.

STEP 3 Decide on curve ball, screwball, forkball or change-up.

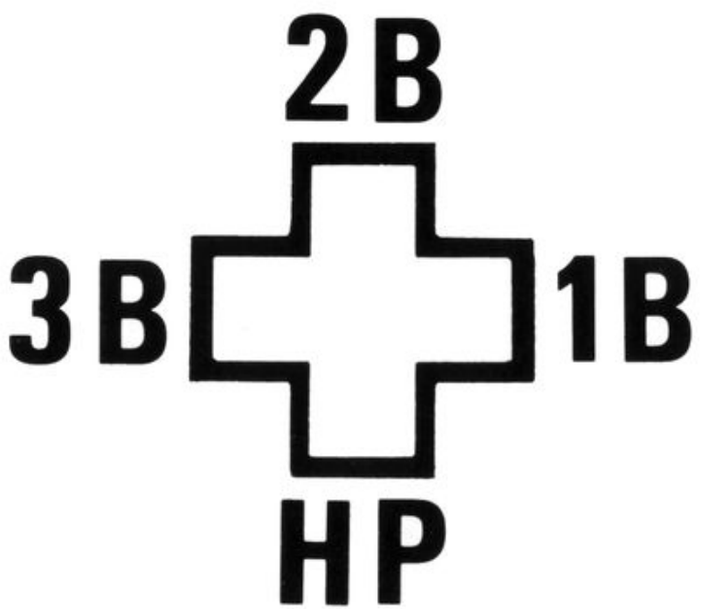
After you've released the ball, you can use the Control Cross to make the ball break right or left. In addition, you can throw a change-up when you are throwing a fast pitch, and a forkball when you are throwing a slow pitch.



Make up your own original breaking pitches and use them to keep the other team's batters off balance. It's a good idea for you to make up names for your own breaking pitches.

Picking a runner off base.

Press the B button and go to the fielding screen. Then, use the Control Cross to select the base that you want to throw to, and press the A button to make your pick-off move.



FIELDING

Fielding with the Control Cross.

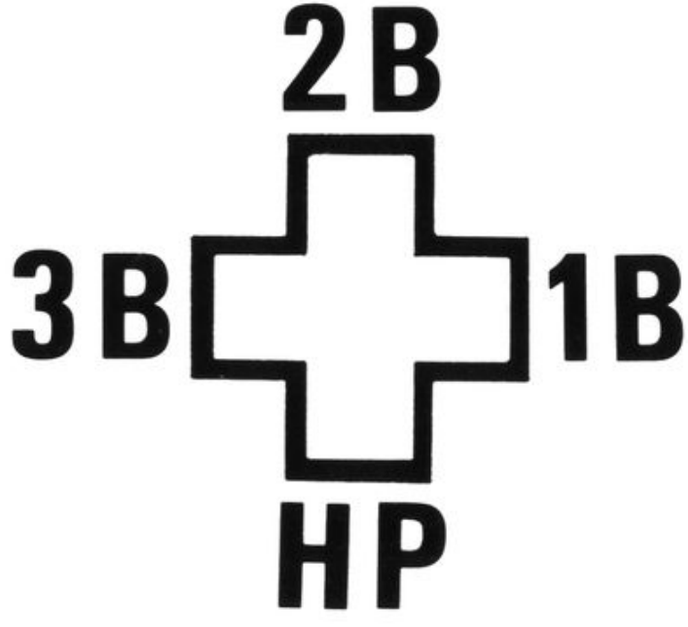
Use the Control Cross to move your fielders into position to catch the balls that come their way. There are four players, however, who automatically go to cover a base when the ball is hit, so you have to remember which players you can move and which you can't.

Throwing with the Control Cross and the A button.

Use the Control Cross to select the base that you want to throw to, and then press the A button to make your throw. If you don't push the Control Cross, the ball will automatically be thrown to first base.

Tagging a runner out with the Control Cross and the B button.

After your fielder catches the ball, use the Control Cross to select the base and press the B button and the player with the ball will run toward the base that you have chosen. You can make him throw the ball while he is running, too.



Leaping play with the Control Cross and the B button.

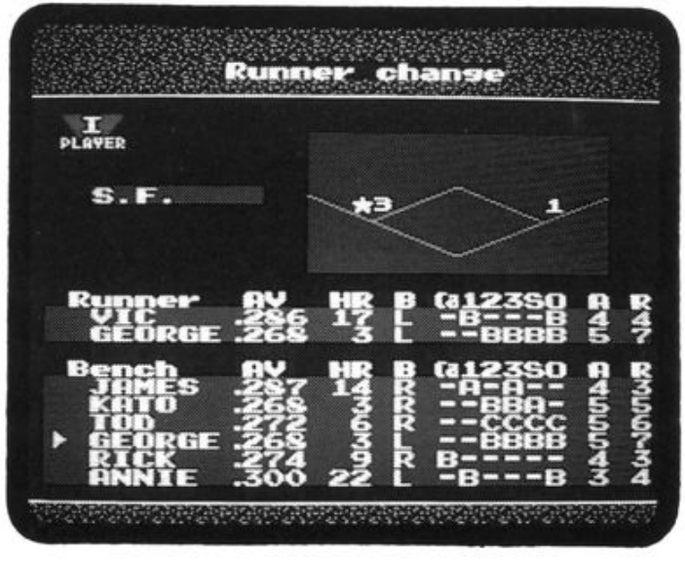
You have the ability to make brilliant fielding plays – jumping and diving catches. Push the Control Cross in the direction that you want to leap and then press the B button. But, be careful. If you get too confident and try to make an impossible play you could wind up making an error.

Push the Control Cross to the right and press the B button to dive to the right.
Push the Control Cross to the left and press the B button to dive to the left.
Push the Control Cross upward and press the B button to jump straight up.
Push the Control Cross downward and press the B button to make a sliding catch in front of you.

CHANGING PLAYERS DURING THE GAME

Sending in a pinch runner.

Press the start button to call time-out and then the player whose team is at bat should press the B button. Use the Control Cross to choose the runner whom you want to replace and press the A button. Then, choose your pinch runner and send him into the game by pressing the A button. If you decide that you don't want to put in a pinch runner, press the B button to return to the play screen.


Runner change
I
PLAYER
S.F.
★3
1
Runner AV HR B Ca123SO A R
VIC .286 17 L -B---B 4 4
GEORGE .268 3 L --BBBB 5 7
Bench AV HR B Ca123SO A R
JAMES .287 14 R -A-A-- 4 3
KATO .268 3 R --BBA- 5 5
TOD .272 6 R --CCCC 5 6
▶ GEORGE .268 3 L --BBBB 5 7
RICK .274 9 R B----- 4 3
ANNIE .300 22 L -B---B 3 4

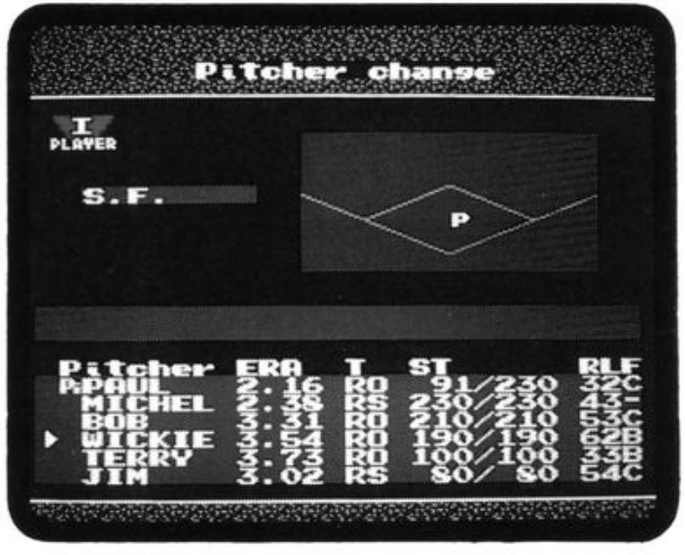
Batter change
I
PLAYER
S.F.
B
Batter AV HR B Ca123SO A R
EDDIE .276 16 L -BCCB- 3 3
Bench AV HR B Ca123SO A R
JAMES .287 14 R -A-A-- 4 3
KATO .268 3 R --BBA- 5 5
TOD .272 6 R --CCCC 5 6
GEORGE .268 3 L --BBBB 5 7
RICK .274 9 R B----- 4 3
▶ ANNIE .300 22 L -B---B 3 4

Sending in a pinch hitter.

Press the start button to call time-out and then the player whose team is at bat should press the A button. Use the Control Cross to choose your pinch hitter and then send him into the game by pressing the A button. If you decide that you don't want to put in a pinch hitter, press the B button to return to the play screen.

Changing pitchers during the game.

Press the start button to call time-out and then the player whose team is in the field should press the A button. The player's name that has a "pitcher mark" (Pi) next to it is the current pitcher. Use the Control Cross to select the player you want to put in the game and then press the A button to make the change. If you decide you don't want to switch players, press the B button to return to the play screen.



Changing fielders during the game.

Press the start button to call time-out and then the player whose team is in the field should press the B button. First, use the Control Cross to select the position of the player whom you want to replace and press the A button. Then, use the Control Cross to choose the player you want to put in the game and press the A button to make the change. If you decide you don't want to switch players, press the B button to return to the play screen.

OPERATING THE PLAYERS

Batting and running.

Batting: Use the Control Cross to pick your spot and then press the A button to swing.
Running bases: Use the Control Cross to choose the base you want to go to and then press the B button.
Stopping runners: Push the Control Cross downward and press the A button. The runner will not advance as long as you keep both buttons pressed down. (This function can be used when the runner is advancing but not when retreating.)
Returning to a base: Use the Control Cross to choose the base you want to return to and then press the A button.

Fielding

Catching: Use the Control Cross to move your fielders into position.
Throwing: Use the Control Cross to choose the base you want to throw to, and then press the A button.
Tagging a runner out: After you have caught the ball, use the Control Cross to choose the base where you will make your play and then press the B button.
Leaping play: Use the Control Cross to choose the direction you're going to leap in, and then press the B button.

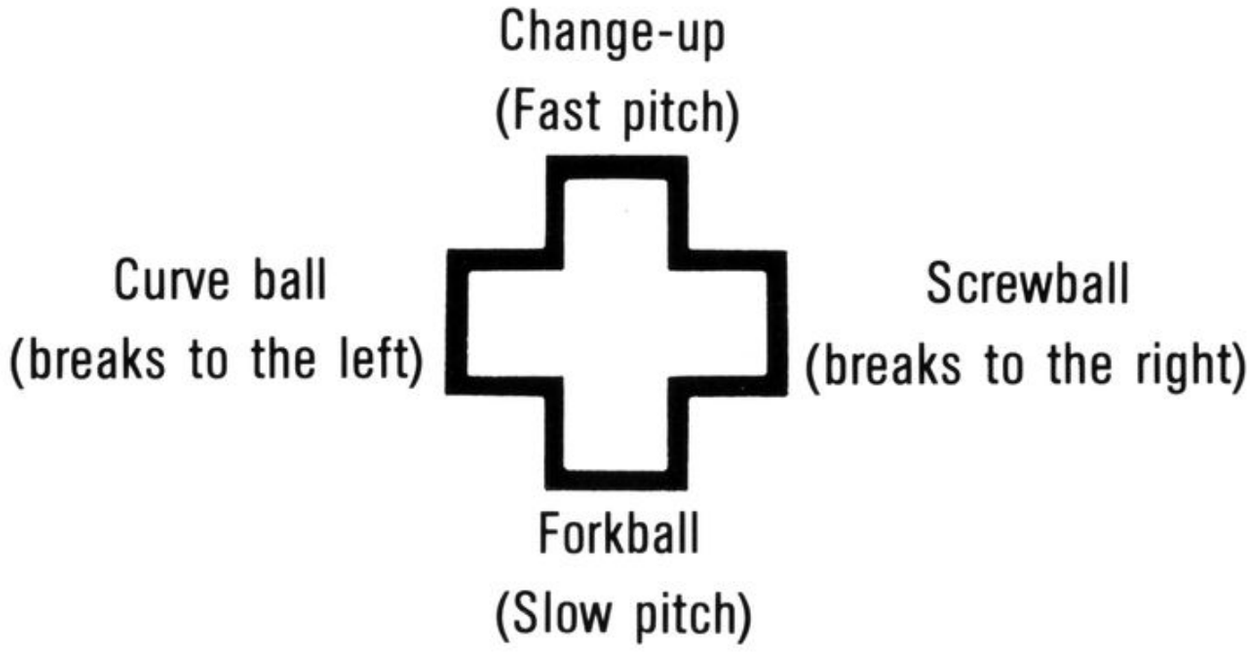
Pitching

Pitching spot: Choose your position on the mound by pushing the Control Cross sideways.

The pitch: Adjust the speed of the pitch by pushing the Control Cross and A button.

Pitch's course: Change the pitch's course by pushing the Control Cross to the right or left as the pitch is being thrown.

Breaking balls: Throw breaking balls by pushing the Control Cross after a fast pitch has been released.

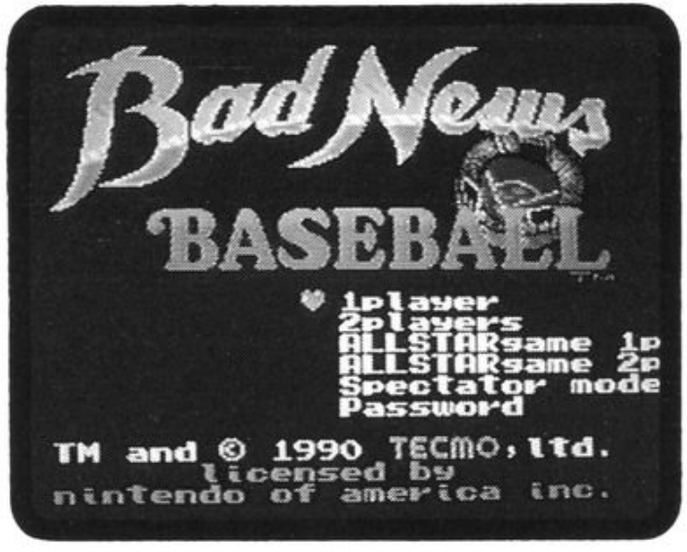


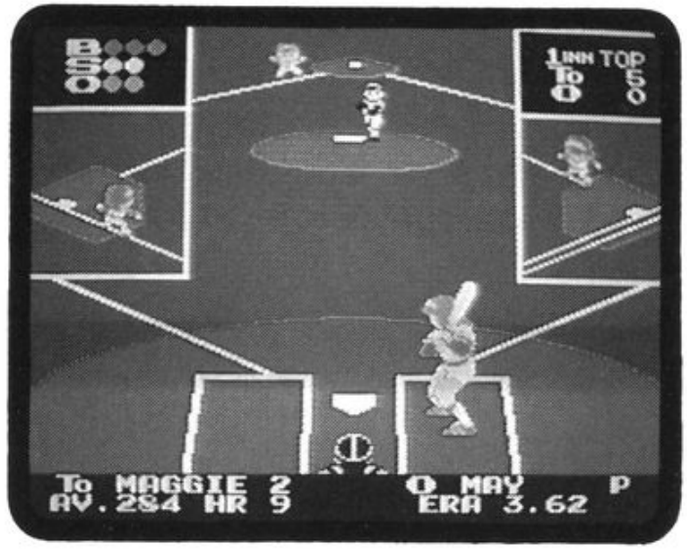
Picking-off runners: Try to pick a runner off base by pressing the B button and going to the fielding screen, then picking the base you want to throw to by pushing the Control Cross, and throwing by pressing A button.

THE GIRLS' MODE

To use this mode, start the game by pressing the reset button while you push Controller I to the lower left and Controller II upward. If a heart mark appears on the title screen, then you know that you are in the girls' mode. Go ahead and enjoy the game.

★ Unfortunately, in this mode, the zoom-up display shows only boy players. Sorry for letting you down.





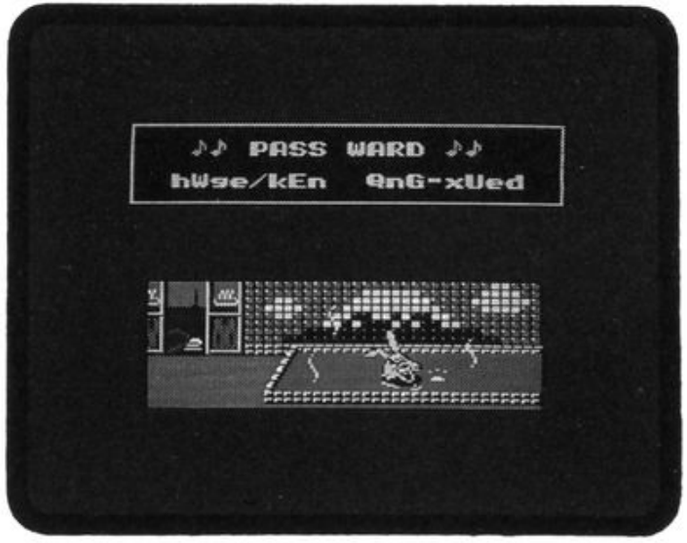
PASSWORD

Every time a game ends a password will be displayed on the screen. Be sure to make a note of this password.

★ Press the start button to go on to the next screen.

Starting over where you left off last time.

Select "Password" and press the start button to go to the password input screen. Use the Control Cross to choose the letters that you want to input, and then press the A button to enter them. If you make a mistake when choosing your letters, press the B button to bring back the cursor so that you can reenter your letters. Once you have finished entering your letters, press the start button to begin the game. If you have made a mistake when entering your password, however, the screen will look like the photo below. Be careful that you don't make mistakes when entering your password.



"BAD NEWS BASEBALL" RULES

If one of the teams gets a lead of ten runs or more, the game will be called.
If the game goes into extra innings and neither team wins by the end of the twelfth inning, then the game ends as a tie.
The rules of this game are designed to make it as close to real baseball as possible, but there are certain points that differ due to the nature of the game.
All of the teams and athletes who appear in this game are fictional and have no relation to existing teams or athletes.

MEMO

MEMO

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling; 1-213-329-5880
   Our consumer Division is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:
   Tecmo, Inc. Consumer Division: Victoria Business Park 18005 S. Adria Maru Lane Carson, CA 90746

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATA OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESSED OR IMPLIED WARRANTIES. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly in strict accordance with the manufacturers' instructions, interference to radio and television reception may occur. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio — TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

SPECIAL BONUS OFFER

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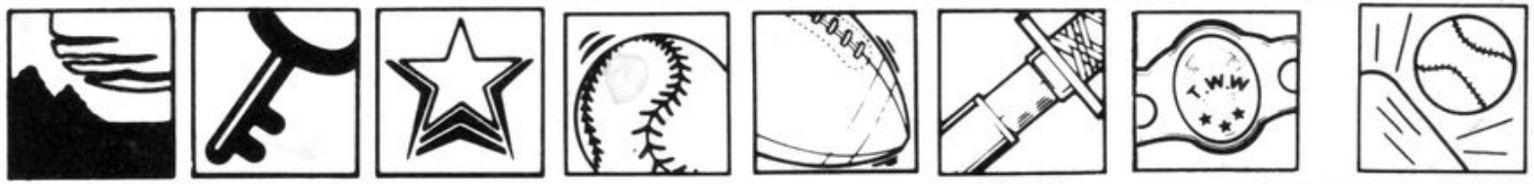

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